

	<b>L #</b>	<b>Hits</b>	<b>Search Text</b>	<b>DBs</b>
<b>1</b>	<b>L1</b>	<b>7909</b>	<b>(257/48,686,693,697,698,700,701,723,724,737,738).ccls.</b>	<b>USP AT; US-P GPU B</b>
<b>2</b>	<b>L2</b>	<b>2728</b>	<b>(361/760,767,767-771,803).ccls.</b>	<b>USP AT; US-P GPU B</b>
<b>3</b>	<b>L3</b>	<b>5447</b>	<b>(324/754,755,757,758,761,765).ccls.</b>	<b>USP AT; US-P GPU B</b>
<b>4</b>	<b>L4</b>	<b>1541 0</b>	<b>1 2 3</b>	<b>USP AT; US-P GPU B</b>
<b>5</b>	<b>L5</b>	<b>1013</b>	<b>4 and @pd&gt;=20040320</b>	<b>USP AT; US-P GPU B</b>
<b>6</b>	<b>L6</b>	<b>94</b>	<b>5 and (interposer\$1 ((translator translation adapter) adj (board\$1 substrate\$1)))</b>	<b>USP AT; US-P GPU B</b>
<b>7</b>	<b>L7</b>	<b>919</b>	<b>5 not 6</b>	<b>USP AT; US-P GPU B</b>

	<b>L #</b>	<b>Hits</b>	<b>Search Text</b>	<b>DBs</b>
<b>8</b>	<b>L8</b>	<b>498</b>	<b>7 and (test\$3 debug\$4)</b>	<b>USP AT; US-P GPU B</b>
<b>9</b>	<b>L9</b>	<b>218</b>	<b>8 and (bump\$1 ball\$1)</b>	<b>USP AT; US-P GPU B</b>
<b>10</b>	<b>L10</b>	<b>280</b>	<b>8 not 9</b>	<b>USP AT; US-P GPU B</b>
<b>11</b>	<b>L11</b>	<b>421</b>	<b>7 not 8</b>	<b>USP AT; US-P GPU B</b>
<b>12</b>	<b>L12</b>	<b>204</b>	<b>11 and (pitch spacing density densities)</b>	<b>USP AT; US-P GPU B</b>
<b>13</b>	<b>L13</b>	<b>217</b>	<b>11 not 12</b>	<b>USP AT; US-P GPU B</b>